

ABSTRACT

The *Identity-Based Motivation Journey to Academic Success (IBM Journey)* project is a Development grant that addresses Absolute Priority 4 – Influencing the Development of Non-Cognitive Factors. Co-Directors, Katie Stringer Andersen (McREL International) and Daphna Oyserman (University of Southern California) are partnering with the South Central Colorado Board of Cooperative Education Services and Filament Games to develop a digital serious game. This game will improve middle and high school students' identity-based motivation (IBM) to be successful students, and resultantly, improve their school engagement and achievement. *IBM Journey* will build on the effective School-to-Jobs intervention, developed by Oyserman, to create a multi-segment game that simulates a journey to academic success and fosters *connection* between present and future academic and career selves, *certainty and confidence* about strategies to achieve these future selves, and *interpretation of experienced difficulty* as an indication of task importance. *IBM Journey* will be developed through an iterative process in which student, teacher, and expert gaming feedback is utilized in refinements and tested for use, with fidelity and at scale, across middle and high schools. Kristen Bub of the University of Illinois Urbana-Champaign will employ cross sectional and growth models to test the final game for its impact on student IBM, engagement, and achievement, using a block student-randomized trial. In summary, the objectives are to: 1) develop a digital serious game, *IBM Journey*, that uses the core components of IBM as operationalized in School-to-Jobs; 2) test and implement this game in 7th – 11th grade classrooms; and 3) document its effects on IBM, school engagement, and academic success. The project will serve approximately 2,500 students, of which over 40% are minority and over 50% are eligible for free/reduced lunch, in rural South Central Colorado.